

---

Subject: Unit Balance

Posted by [Aircraftkiller](#) on Tue, 18 May 2004 20:25:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

No, they need an accuracy penalty to make them less powerful. As it stands they're one of the most powerful units in the game, if not the most. Rifle soldiers have it, and they're just a basic unit. Going up the ladder of units shouldn't mean you get perfection for buying a unit, you should get disadvantages that can hamper your ability to destroy what you're shooting for. I'm not asking for Artillery style shot degradation, just a simple 0.5 meter offset so that it doesn't ALWAYS hit directly in the center of where you're aiming.

I'm not basing this off realism, and assuming I did because I never said it is a logic fallacy. Snipers damage aircraft heavily because their armor type is susceptible to the armor.ini bug with light armor versus shrapnel warheads, which is why I said "that's a bug" if you fucking read what anyone wrote instead of assuming everything.

You find them balanced. The majority of forum goers here don't, and they're the ones arguing against you.

I never said anything about realism in that post, once more. I said this:

"You miss the entire point, "snipers" aren't AA units, it doesn't matter if there were 50 in the game, they shouldn't be damaging aircraft. Missile, laser, bullet, and tank cannon armed units should be damaging them."

Snipers aren't AA units in C&C. It's THAT SIMPLE... The others aren't, but they don't have a fucking 300 meter range with instant hitting projectiles that destroy vehicles in five shots.

---